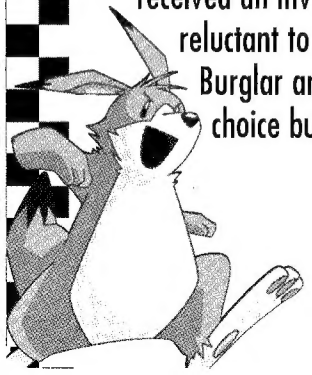
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00823
BOMBERMAN™
Fantasy Race
WACKY ANIMAL RACING!
ATLUS

CONTENTS

STORY 3
BOMBERMAN FANTASY LAND 4
CHARACTERS AND ANIMALS 5
HOW TO USE THE CONTROLLER AND SAVE THE GAME 7
HOW TO PLAY THE GAME 9
SCREEN DESCRIPTION 10
1 PLAYER AND VS MODE 13
BOMBERMAN COINS AND ANIMALS 15
TIME ATTACK MODE AND GHOSTS 17
THE SECRET TO VICTORY 19
COURSES 21
OPTIONS AND ON-LINE HELP 25
THE BONUS STAGE 26
ITEMS 26
HINTS & TIPS 29

STORY

Bomberman Fantasy Land is the biggest amusement station in the galaxy. It was built by Dr.Ein with the hope that it would bring peace to the Universe; He is also the man who created Bomberman. Of all the events held at the Fantasy Land amusement center, the "Fantasy Race" held every 4 years is the biggest. Racers from all over compete for prizes and fame. Bomberman received an invitation to the 10th Anniversary Race but was reluctant to participate. However, upon finding the name Burglar among the names of the contestants, he now had no choice but to participate.



The event takes place on the Space Dream Leisure Station which looks exactly like Bomberman.

SUPERSONIC ELEVATOR

This elevator brings you directly to Fantasy Land from the customer entrance. This elevator is run by an anti-gravity device.

VIP ROOM

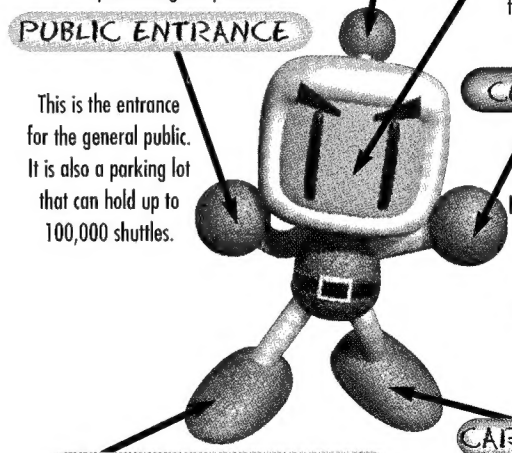
This is where all the important people (VIP) watch the races from. You can get o view of the entire race track from here.

PUBLIC ENTRANCE

This is the entrance for the general public. It is also a parking lot that can hold up to 100,000 shuttles.

CONTROL TOWER

All the controls for Fantasy Land are located here including the dispatching of PETIT RESCUE 7 (Refer to p.17) and the collection of trash.



MAMMOTH MONITOR

The Fantasy Races are shown on this monitor. The control of the monitor is done in the Control Tower.

CARGO ENTRANCE

This is the entrance for the cargo shuttle. This is also used to launch the Emergency Escape Rockets.

"Louie" and "Tirra" are the characters which act as vehicles for the other characters. There are 5 types of Louies and Tirras (a total of 10) with different abilities.

"LOUIE"

1)GREEN LOUIE - The first Louie a player gets to race with. He's not very fast but is very balanced, so he's good for beginners.

2)HOPPING LOUIE - Not very fast but this Louie can jump higher than the others.

3)SOARING LOUIE - He has fastest acceleration of all the Louies. He doesn't have much stamina so the smart use of items is important.

4)TRI LOUIE - He's very good at doing the triangle jump and is therefore fit for courses with many curves.

5)HYPER LOUIE - The fastest of the 10 characters. If you learn how to control him, you can win every race.

"TIRRA"

1)BLUE TIRRA - This is the youngest Tirra a player can ride. He's a bit faster than Green Louie but he can't jump as high.

2)BRAVE TIRRA - He has the best stamina of the lot and if the course is short enough, he can run at top speed for half the course.

3)MIGHTY TIRRA - Nothing can stop this juggernaut! Even the strongest of bombs can't phase this bulldozer of a Tirra.

4)FLYING TIRRA - The best jumper among the Tirras. He's pretty good at the Ocean course.

5)SUPER TIRRA - The best overall Tirra. This is the only Tirra that can keep up with Hyper Louie.

1. DR. EIN

The benevolent creator of Bomberman. He doesn't participate in the races himself but he gives you pretty good advice.

2. WHITE BOMBERMAN

3. BLACK BOMBERMAN

They are participating in the Fantasy Race in the hope of becoming filthy rich. They are very skilled at throwing bombs, so you better watch out.

4. KEPO

A friendly robot created by Dr. Ein. He knows everything about Fantasy Land so he'll show you where to go.

5. PRETTY BOMBER

The only girl among the Evil 5. She is rather sly for a girl with such an innocent face.

6. MACH BOMBER

His past and background is a mystery to all. He always says that he was"Born to run".

7. BURGLAR

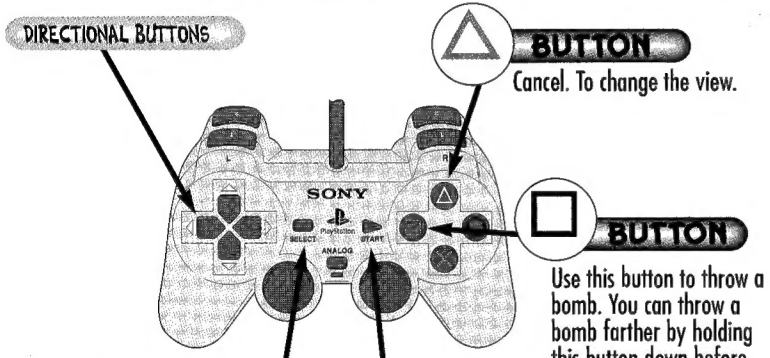
A mad scientist and the creator of the Evil Bombermen.The only reason why he's participating in the event is to fund his evil plan to conquer the galaxy.

8. MECHBOMBER 015

A member of the evil group called "Hige Hige Dan". He's participating in the event to show everyone how good he is.

HOW TO USE THE CONTROLLER AND SAVING THE GAME

To control your Louie or Tirra, press the Left or Right directional buttons to turn them Left or Right. A combination of the Left or Right directional buttons and "Down"will allow you to take corners easier. If you press "Up" while running, your animal will lean forward and run faster but they will get tired. If you release the X Button (acceleration) and press the "Down" directional button while you are in the air (when jumping, etc.), you can come to a complete stop.



○ BUTTON

Use this button to confirm a selection. This makes your animal jump.

× BUTTON

Use this button to confirm a selection. This button makes your animal run.

R BUTTON

To switch an item to the one you bought at the shop.

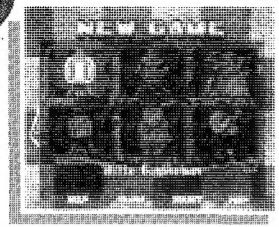
L BUTTON

To switch the radar from Course Map, Proximity Radar, or None. If the map gets in your way, just switch it to off.

SAVING THE GAME ON THE OPTION SCREEN

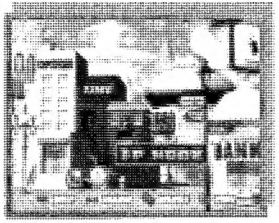
You can save your game data (number of coins you've earned, race results, etc.) to a Memory Card. You may want to save your data after you come in first place. (For those with a Dual Shock™ Analog Controller. This game is designed only to work with the vibration function of the Analog Controller. You can turn this feature OFF when you pause the game to bring up the options.)

HOW TO PLAY THE GAME



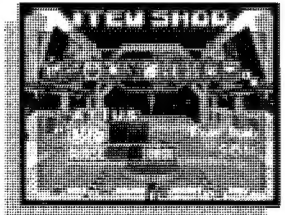
SELECT YOUR CHARACTER

When you want to play a new game, select one character among the 6 that are available. You can give it a name of your own by selecting the letters with the cursor. This is the only place where you can select your character.



SELECT THE MODE

On this screen you can select the game mode you want to play. On the Select Screen, move Kepo to where you want to go and press the X Button to confirm your selection.

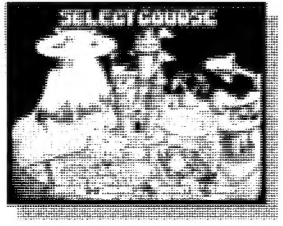


SELECT ITEMS THAT WILL HELP YOU WIN THE RACE

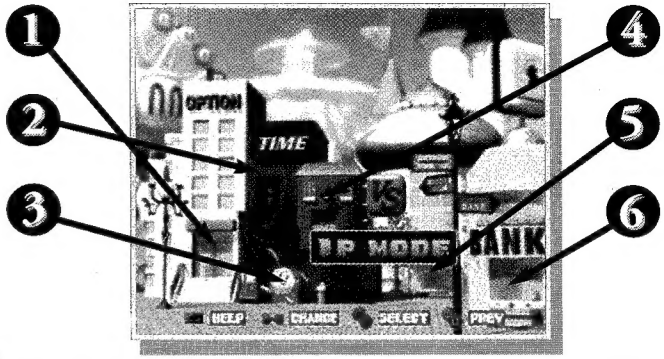
After selecting the animal you want to race with, you will be taken to the Item Shop. This is where you can buy items that can help you win races. Be sure to buy items that are appropriate for the course you are racing.

SELECT THE COURSE YOU WANT TO RACE

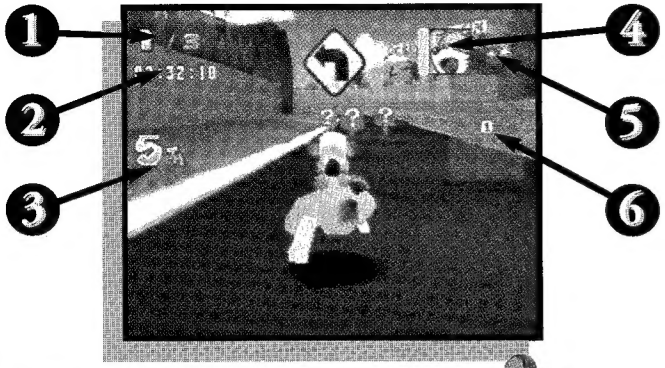
If you select either 1 Player, VS, or Time Attack Mode and select an animal, you will be able to participate on any course for which you have already purchased a Course Ticket. (See p.16)



SCREEN DESCRIPTION

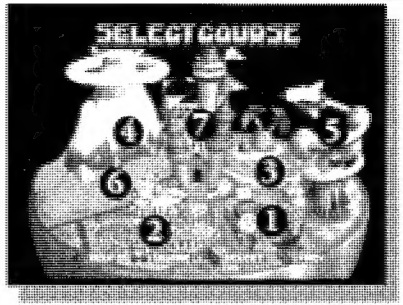


1. OPTION: To change your name, button configuration, or save and load your game.(See page25)
2. TIME ATTACK MODE: Enter here to play the Time Attack Mode. (See page17)
3. 1P (1 PLAYER) MODE: Enter the 1 Player Mode here. (See page 13)
4. VS MODE: To enter Versus Mode. (See page14)
5. STABLE: Go here if you want to purchase an animal. (See page 16)
6. COIN ROOM: Use this mode to view and exchange your Bomberman Coins. (See page15)



1. Current Lap: This indicates your current lap number.
2. Lap Time: Shows the time you took for each lap.
3. Rank: Shows your current rank.
4. Status of vehicle: Shows the status of your animal with a facial expression.
5. Item: Shows the items you can currently use. You can switch the item with one that you purchased by pressing R1.
6. Radar: Shows the rivals around you and where the bombs are. You can switch to a map of the entire race track by pressing L1.

SCREEN DESCRIPTION



1. Bomber Circuit
2. Bomber Coaster Lake
3. Waca Island
4. Bakuzan Ski Course
5. Star Express
6. Dyna Mountain
7. Bomber Castle

PAUSE

Press start during gameplay to pause the game. Here are the options that you can choose on the PAUSE screen.

RESUME - Choose this option to return to the point at which you left off.

RETRY - Use this option to start the race over.

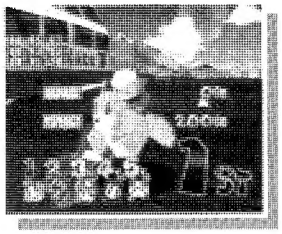
GIVE UP - If the competition is too stiff you can end the race with this option.

VIBRATION ON/OFF - This will allow you to turn the vibration feature On or Off.

SIGNAL ON/OFF - Use this option to turn the warning signals for the track On or Off.

1P & VS MODE

1P MODE

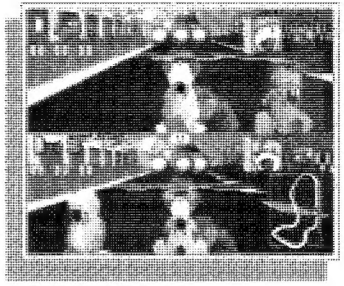


The 1 Player mode has you race against 5 computer controlled characters. If you finish in at least 3rd place you can earn prize money. If you finish in 1st place, you will be able to play the bonus course for even more money. *If you're good enough to finish first on all the courses you will be rewarded with a mirror mode of all the courses. When you select a course, press the right directional button to select the mirrored version of that course.

SHOPPING AT THE ITEM SHOP

In the 1P and VS Mode, you can buy items before you start to race. You can pay for them with the Bomberman Coins that you earn by racing. Press the R1 Button during the race to switch to an item that you purchased.

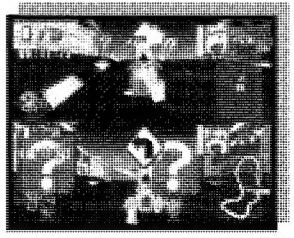
VS MODE



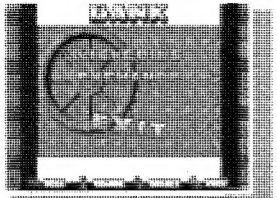
This is a battle mode between 2 players. The screen is divided horizontally for each player. Course selection is limited to the amount of course tickets that you and your opponent have purchased.(See page16)

VS MODE SCREEN IS DIVIDED INTO UPPER AND BOTTOM SCREENS

Also, in this mode, the 2 players can bet money with the Bomberman Coins that they have earned. The winner of the race gets the money that the loser bet before the race. The decision of the amount of coins to be bet belongs to the one who has the least amount of money.



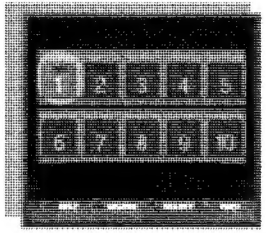
BOMBERMAN COINS AND ANIMALS



COLLECT A LOT OF BOMBERMAN COINS

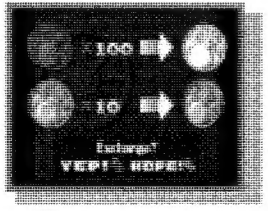
YOU EARN COINS BY WINNING RACES

Bomberman coins are given to the player if the player finishes the race in 1st, 2nd or 3rd place in the 1P Mode.



CHECKING OUT YOUR COINS

The coins you earn are administered in the "BANK" where you can view and exchange your coins. You con look at the coins you have earned in the 10 boxes under the VIEW COINS option. Boxes with coins are lit with a blue light and when all the boxes are full a red light will be lit.

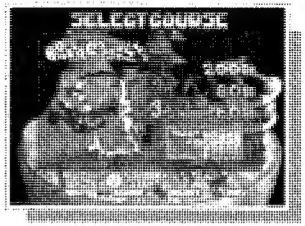


EXCHANGING COINS

You can exchange 100 Copper coins for 1 Silver coin and 10 Silver coins for 1 Gold coin. This is done automatically as the boxes in the safe become full.

BUYING COURSE TICKETS

In the 1 Player Mode, you need to buy course tickets before you can proceed to the next course. Some course tickets are more expensive than others. Collect as many coins as you can to be prepared.

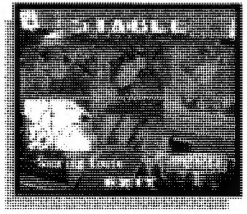


BETTING WITH YOUR FRIENDS IN VS MODE

In the VS Mode, players can race and bet Bomberman Coins among themselves. When you enter the VS Mode, you will be asked how much you want to bet for the race. (The one with the least amount of coins gets to decide the amount to be bet.)

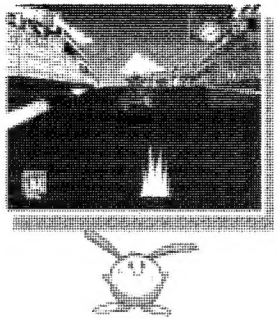
PURCHASING LOUIES AND TIRRAS IN THE STABLE

After purchasing an animal in the stable, you can use them to run on any of the courses. To purchase an animal, first select between "Louie" or "Tirra" and then select one from the 10 available characters. (5 each for "Louie" and "Tirra"). You can get helpful information about each animal by pressing the Select Button.



TIME ATTACK MODE

In this mode, the player races against the clock to post their fastest lap times and course records. The courses are limited to the ones that you have already purchased course tickets for. On the Ranking Screen, you can save your name, your current animal and best times.



PETIT RESCUE 7

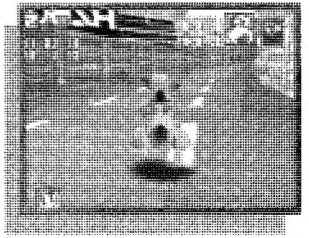
These little robots you see everywhere on the course are called "Petit Rescue 7". They can help you by giving you items or by getting the player back on course if you happen to fall into a pit or water.

SAVING YOUR DATA AS A GHOST

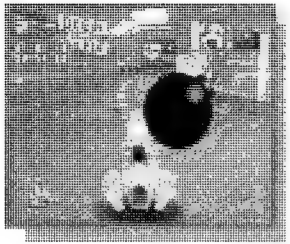
In the Time Attack Mode, you can save your data as a "Ghost" and you can use it to study your runs.

EXCHANGING GHOST DATA WITH FRIENDS

Other than studying your runs, you can use your "GHOST" data for different things such as exchanging the data with your friend to see if they can beat your time.



THE SECRET TO VICTORY IN FANTASY RACE

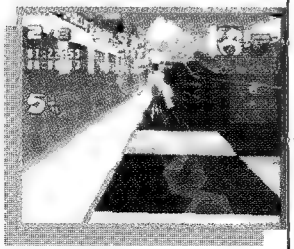


THROWING BOMBS AT YOUR OPPONENTS

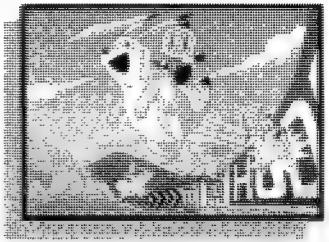
Speed is not the only thing you need to win races. You can use your bombs to slow down your opponents. The longer you hold the □ Button, the farther the bomb will fly when you release the button. If you want to drop a bomb behind you, just tap the □ button. This will make your opponents think twice about following you!.

SUPER ACCELERATION USING THE BOMB DASH!

Other than using the bombs to attack your opponents, you can use them to give your animal a burst of acceleration. Throw a bomb just a little ahead of you so that the bomb explodes right after you pass over it. If you time it just right, your character will be shot forward. This is a very important technique to learn if you want to win.



LEAN FORWARD TO DASH BY PRESSING UP ON THE DIRECTIONAL BUTTONS



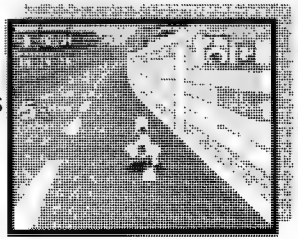
While holding down the X Button, the vehicle character continues running. If you hold "UP" on the directional buttons, your animal will lean forward and run faster. However, this takes a lot of energy so you can't keep doing this for the entire race. It's better to save this move for straightaways and mad dashes for the finish line. The energy you use will recover while running normally.

MASTER THE TRIANGLE JUMP

When you are turning a corner, jump toward the wall and press the ○ Button again when you are about to hit the wall. Your animal will kick the wall and turn. This is called the "Triangle Jump". This is an important technique for you to master if you lose control before a turn and go out of bounds.

USE YOUR ITEMS WISELY

Use the items according to where you and your opponents are. If you have a Rocket Bomb, use it on an opponent ahead of you on a straightaway. Use the Line Bomb for opponents who are about to jump over an obstacle.



THERE ARE 7 COURSES ALTOGETHER

There are 7 Courses in this game to choose from and they all have a unique set of obstacles to overcome. It may be difficult to get first place when you play the game for the first time. Don't give up and try to come up with your own strategies for each course. Remember to buy the best animal and weapons that you can afford, as they can help you win races.

COURSES

COURSE 1
BOMBER CIRCUIT

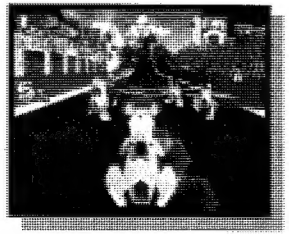
This course is good for beginners with lots of straightaways. Your technique will decide what lap time you get on this course.

RUNNING START

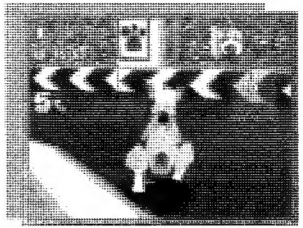
Your race begins at the starting line. You can move around as long as you don't go pass the starting line. If you do, it will be considered a false start and you will have to start the race over. Try to time it so that you are at a full run when the light turns green.

USE THE BOMB DASH

The Bomber Circuit course has more straight aways than any of the other courses. You can shave off valuable seconds off of your time if you use the Bomb Dash.

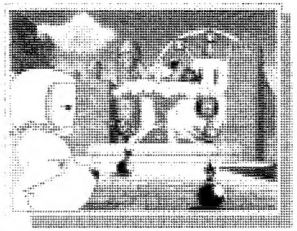


USE THE CATAPULT TO JUMP



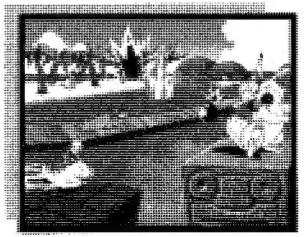
This is the most difficult part on this course. If you are running normally, you won't make the turn unless you slow down. However, by doing a Triangle Jump toward the Catapult on the wall, you can make the turn without slowing down. This is an effective way of getting ahead of the pack.

RUN, JUMP, AND EXPLODE!



COURSE 2
BOMBER COASTER LAKE

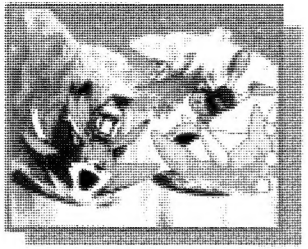
You go through the amusement park in Fantasy Land and go around the lake. The key to coming in first is to make good use of the water fountain in the middle of the course.



COURSE 3
WACA ISL BEACHSIDE

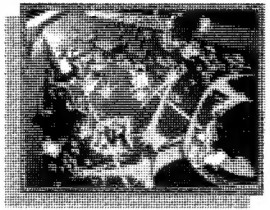
Waca Island is located on the northwest side of Fantasy Land. There are many shortcuts that you can find on this course. If you find them all, you will be unbeatable. Also, use the triangle jump to your advantage. It will help you stay on the course.

COURSE 4
BAKUZAN SKI COURSE



This course is located in the ski area on top of the Volcano Mountain. There are many obstacles to be wary of on this course. The ice in the beginning of the course can force you to fall in the water. If you fail to jump over the two gorges, you will have to repeat that section of the course.

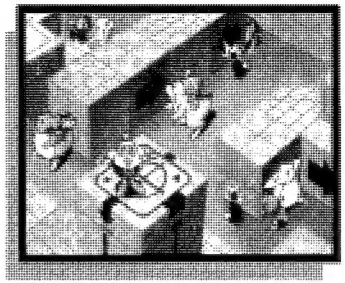
COURSE 5
STAR EXPRESS



A thrilling course built on roller coaster tracks. There are many ups and downs that can confuse you. Watch out for the UFO and the electrical barriers!

COURSE 6
DYNA MOUNTAIN

An exciting and scenic ride at the base of Dyna Mountain. Just don't get caught up in the scenery! If you're not careful, you could be swept off of the course by a waterfall or fall into the bottomless pit under the suspension bridge. You will have to know this course very well before you can come in first!

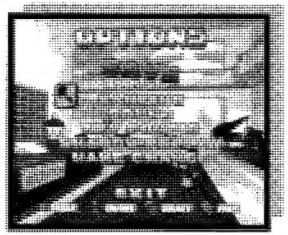


COURSE 7
BOMBER CASTLE

This is the most difficult track on the circuit. There are many 90 degree turns that cannot be navigated using the Triangle Jump. You will also encounter floating mines and firewalls if you step on certain tiles on the floor. To top it all off there are also landmines. You will need to use all of the techniques you have learned just to keep up, let alone win.

OPTIONS AND ON-LINE HELP

OPTION MODE



1. SAVE Use this option to save your game.

2. LOAD You can load your saved game by using this option.

3. TIME ATTACK RANKING Use this option to view the Time Attack rankings.

4. SOUND You can listen to and adjust the SFX and BGM with this option.

5. KEY CONFIGURATION You can change the function of the buttons.

6. SHADOW REPLAY You can replay a saved ghost race.

7. NAME CHANGE You can change the name of your racer.

ONLINE-HELP

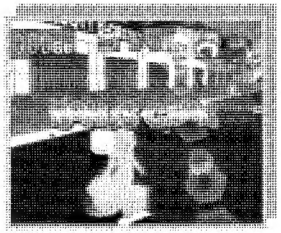
When you see the "Select Mark" on the bottom left corner of the screen, press Select to get the "On-Line Help" screen which explains what to do on that screen.

BONUS STAGE

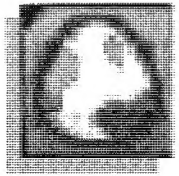
When you come in first place on any race, you will enter the Bonus Stage! Each course has its own bonus stage which you can play when you get first place.You are the only racer that participates on the bonus stage.Try to pick up all the Bomberman Coins that you see on the course. If you do, you will receive a bonus amount of coins.

ITEMS

There are 2 types of items in the game: [Items on the course] and [Items you buy at the Item Shop]. Items you get on course are [Eggs] and[?](Question marks). Whenever you pick up a [?], it will give you a weapon at random.

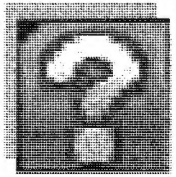


EGGS



You can hold up to 3 eggs at a time. When Louie uses it, it gives him a boost in speed. When Tirra uses it, it functions as a barrier against bombs. The more eggs you have, the longer the effect will last.

PANEL



When you get a ? panel, it will shuffle the item in the upper right hand corner. However,the item you are going to get is chosen at random so you never know what you're going to get.

ITEMS CONT'D

ROCKET BOMB		This bomb will home in on an opponent and blow them up.
REMOTE CONTROL BOMB		After placing a bomb, press the button again to blow it up. This weapon is great for keeping opponents behind you.
POWER BOMB		The blast radius of this bomb is much larger thon o normal one.
LINE BOMB		You can throw up to 3 bombs ot a time
TRAP ? PANEL		If you toke this trap panel, you will be Paralyzed.
TIME STOP		When you use this, everything including the other racers will stop dead in their tracks for a limited time enabling you to catch up and/or increase your lead.
POWER SUIT		You get a barrier for a certain amount of time and you won't receive any damage from a bomb.
IRON SANDALS		You will slow down for a certain time.
WING		Your jump hang time will be increased.

ITEMS CONT'D

POOPIE		If you get this, your animal (Louie or Tirra) will stop and poop.
POWER GLOVE		This glove throws a bomb straight forward until it hits a wall. The bomb attacks all the opponents along the way.
HEART		Your Health points will remains the same for a certain amount of time.
MINI HEART		This will recharge your animals stomina.
ROLLER SHOES		This gives you a speed boost far a limited amount af time.
SKULL If you are unlucky enough to get one of these, you will be poisoned for a certain time.	 	Reverse - Reverses the Left and Right directional buttons. Bomb Drop - Bomb will be placed at your foot. Power Throw - This makes you throw a bomb far. Random - Makes you place a bomb against your will. Unexploded Bomb - Your bombs will not blow up.